

Projects on Islamic Edutainment and Islamic Systems

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Editors

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1. QUEEN OF SHEBA

Mohammad Fazlan Razak and Mohammad Fauzan Noordin

ABSTRACT

This chapter describes the project on the animated story of Queen Balqis who was approached by Prophet Sulaiman (*a.s.*) to submit to Allah SWT. This animation is designed to attract children between the age 10 and 15 in primary and secondary schools. Lessons learnt from this animation are Allah SWT owns all the great achievements including the throne and power in constructing palaces beyond the ordinary. In addition, it acts as an easy reference to the story.

1.1 Introduction

The story of Queen Balqis showed the ways of how a royal could be approached for submission to Allah SWT. The approach, which begun with a letter inviting her to worship Allah alone and ended with her visiting the palace, has marked a great lesson signifying that an approach to Islam has to be in the right way. This is the main lesson attempted to be highlighted in this animation.

From the animation technique point of view, this animation project survey other animated stories of similar lessons, and applied Flash to draw and animate the figures. Scripts are taken directly from the *Quranic* texts.

1.2 Project Objectives

The main objective is to develop this project as an Islamic edutainment. Hopefully, this animated story would enrich the list of Islamic products that are already in the market. The difference that this animated story would be making is that the content aims for a specific lesson. In addition, to provide a sample to the current curriculum development on